1. (Currently amended) A system, comprising:

a first unit to generate an interactive three-dimensional (3-D) electronic programming guide (EPG);

a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects ~~selected from the group consisting of~~ including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

a user interface (UI) for interaction with the localized interactive content and e-commerce objects.

2. (Original) The system of Claim 1 wherein the system comprises a set-top box, a television, or a VCR.

3. (Original) The system of Claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

4. (Previously presented) The system of Claim 1 wherein the EPG objects comprise a first class of objects providing plurality of virtual worlds included in the 3-D EPG.

5. (Previously presented) The system of Claim 4 wherein the EPG objects comprise a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

6-7. (Canceled)

8. (Previously presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world related to content selected by a user.

9. (Original) The system of Claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

10. (Previously presented) The system of claim 1 wherein the localized interactive content is uploaded in real time.

11. (Canceled)

12. (Currently amended) A computer-implemented method, comprising:

generating an interactive three-dimensional (3-D) electronic programming guide (EPG); and

enabling a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects ~~selected from the group consisting of~~ including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

enabling a user interface (UI) for interaction with the localized interactive content and e-commerce objects.

13. (Currently amended) The computer-implemented method of Claim 12 wherein the EPG objects ~~comprsie~~ comprise a plurality of objects associated with current programming events.

14. (Previously presented) The computer-implemented method of Claim 13 wherein the 3-D EPG resides in a set-top box, a television system, or a VCR.

15. (Previously presented) The computer-implemented method of Claim 13 wherein the EPG objects enable a plurality of virtual worlds.

16. (Currently amended) The computer-implemented method of Claim 15 wherein the EPG ~~objects~~ objects comprise program schedule times, program channel identifications, and program titles.

17-18. (Canceled)

19. (Previously presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world related to content selected by a user.

20. (Previously presented) The computer-implemented method of Claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

21. (Previously presented) The computer-implemented method of claim 20 wherein the content is uploaded in real time.

22. (Canceled)

23. (Currently amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for enabling a three-dimensional (3-D) electronic programming guide (EPG), the method comprising:

generating an interactive 3-D electronic programming guide (EPG); and

enabling a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects ~~selected from the group consisting of~~ including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

enabling a user interface (UI) for interaction with the localized interactive content and e-commerce objects.

24. (Previously presented) The machine-readable storage medium of Claim 23 wherein the EPG is stored in a set-top box, a television, or a VCR.

25. (Original) The machine-readable storage medium of Claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

26. (Previously presented) The machine-readable storage medium of Claim 24 wherein the EPG objects comprise a plurality of virtual worlds.

27. (Previously presented) The machine-readable storage medium of Claim 26 wherein the EPG objects comprise program schedule times, program channel identifications, and program titles.

28. (Canceled)

29. (Previously presented) The machine-readable storage medium of Claim 27 wherein the EPG objects comprise a presentation of a virtual world related to content selected by a user.

30. (Original) The machine-readable storage medium of Claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

31. (Previously presented) The machine-readable storage medium of Claim 30 wherein a user chooses a virtual world to display programming information.

32. (Canceled)

33. (Previously presented) The machine-readable storage medium of Claim 27 wherein the localized content is uploaded in real time.

34. (Canceled)